



DARPA-USAF-USN *Joint Unmanned Combat Air Systems*

Intelligent System Capabilities and Operator Decision Aides (Combat UAV 2004 Presentation)



Mr. Marc Pitarys
Deputy Director (CST)
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Presentation Overview

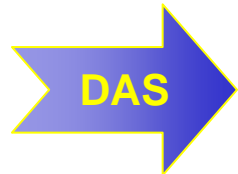


- **Background**
- **Decision Aiding System (DAS)**
- **Designing a DAS**
- **Results**
- **Summary**

Types of Intelligent Systems



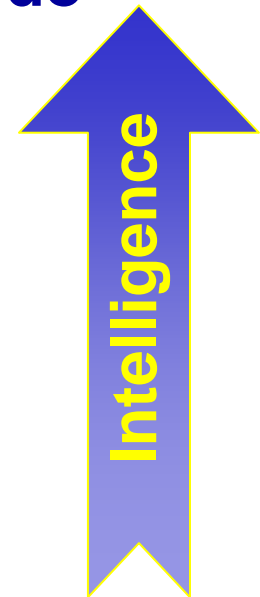
Coaches try to make you better at what you do



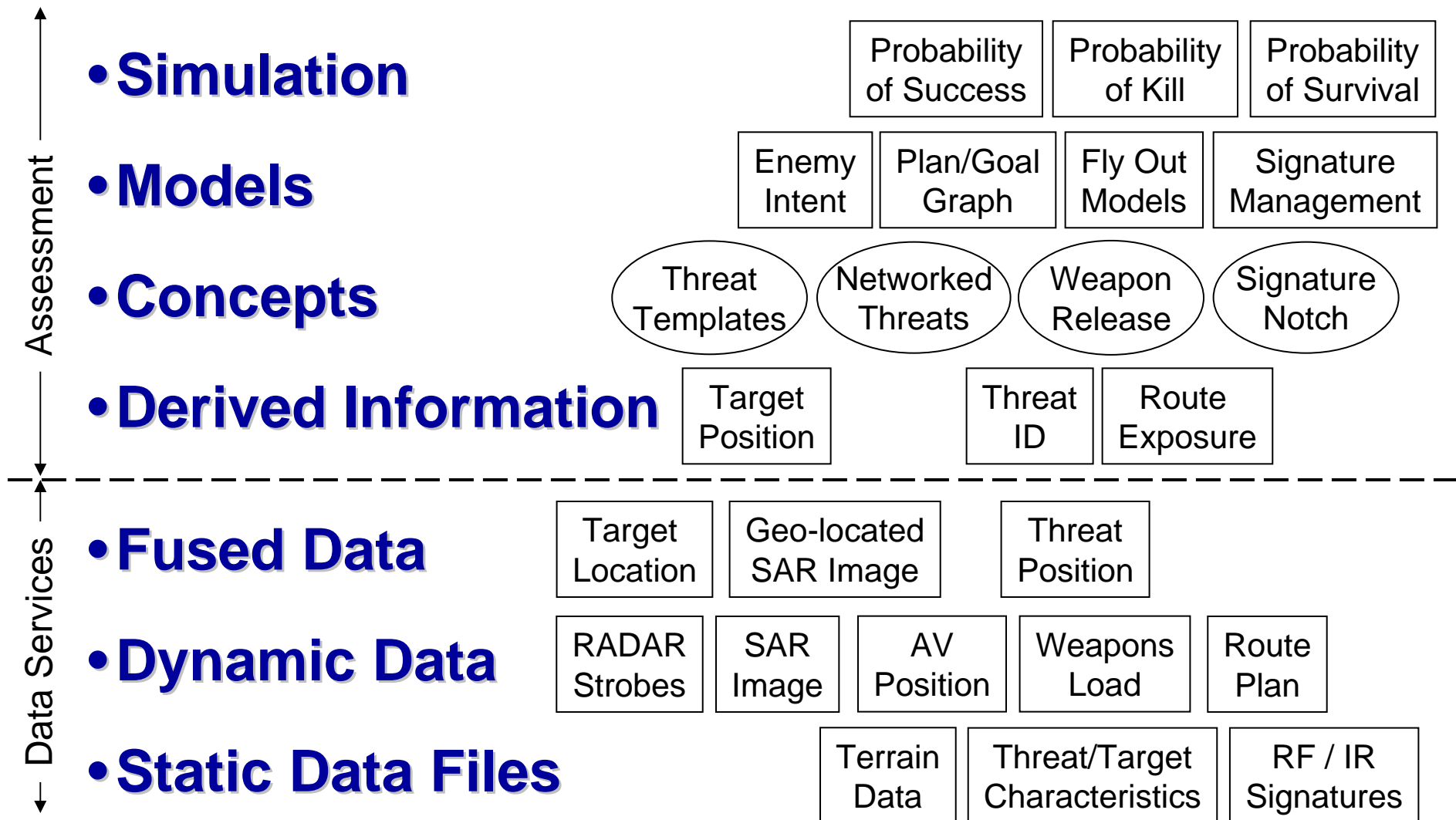
Associates automatically help with tasks

Assistants do what you ask them to do

Experts do what they know how to do

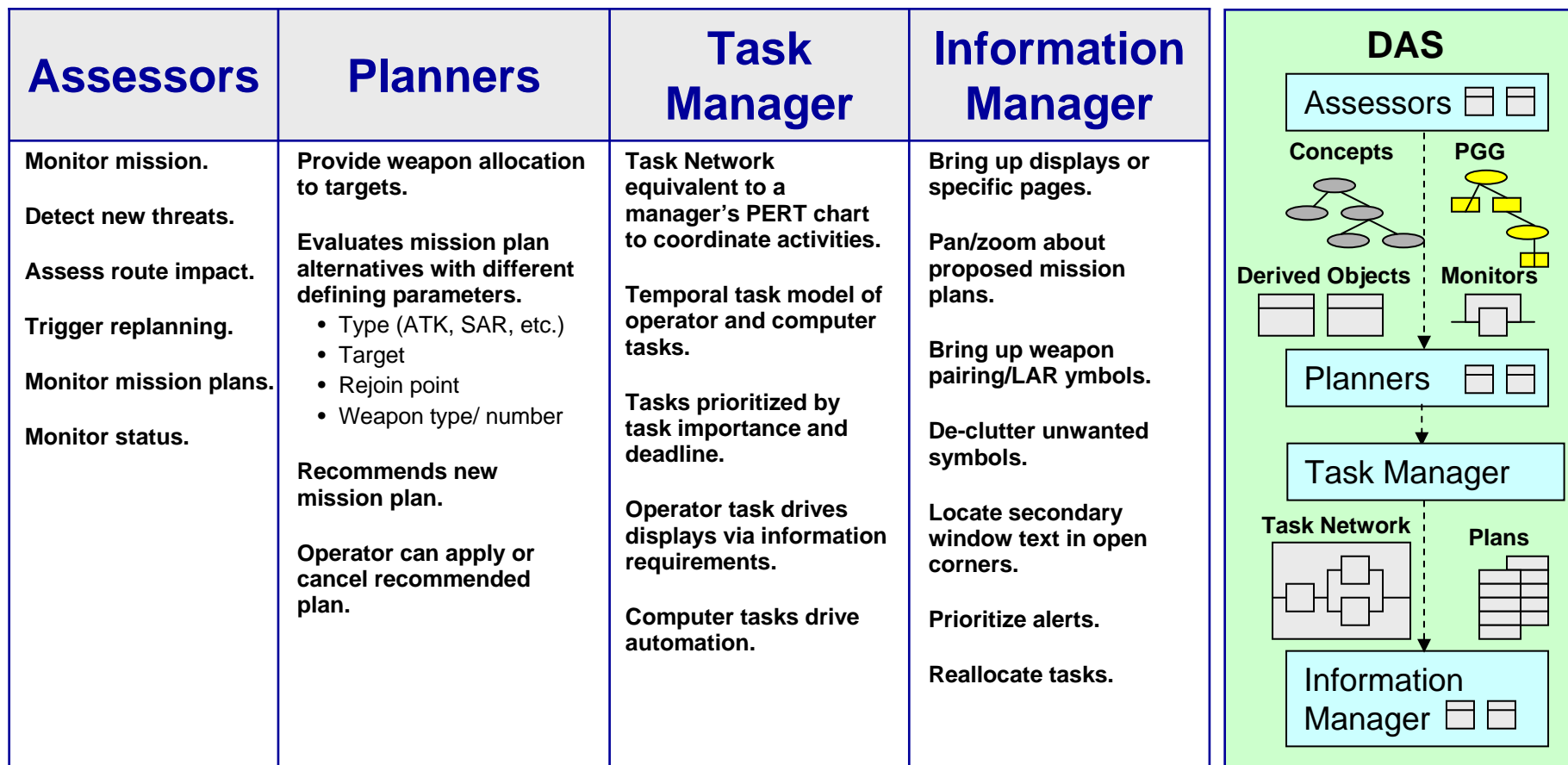


Understanding Built on Data

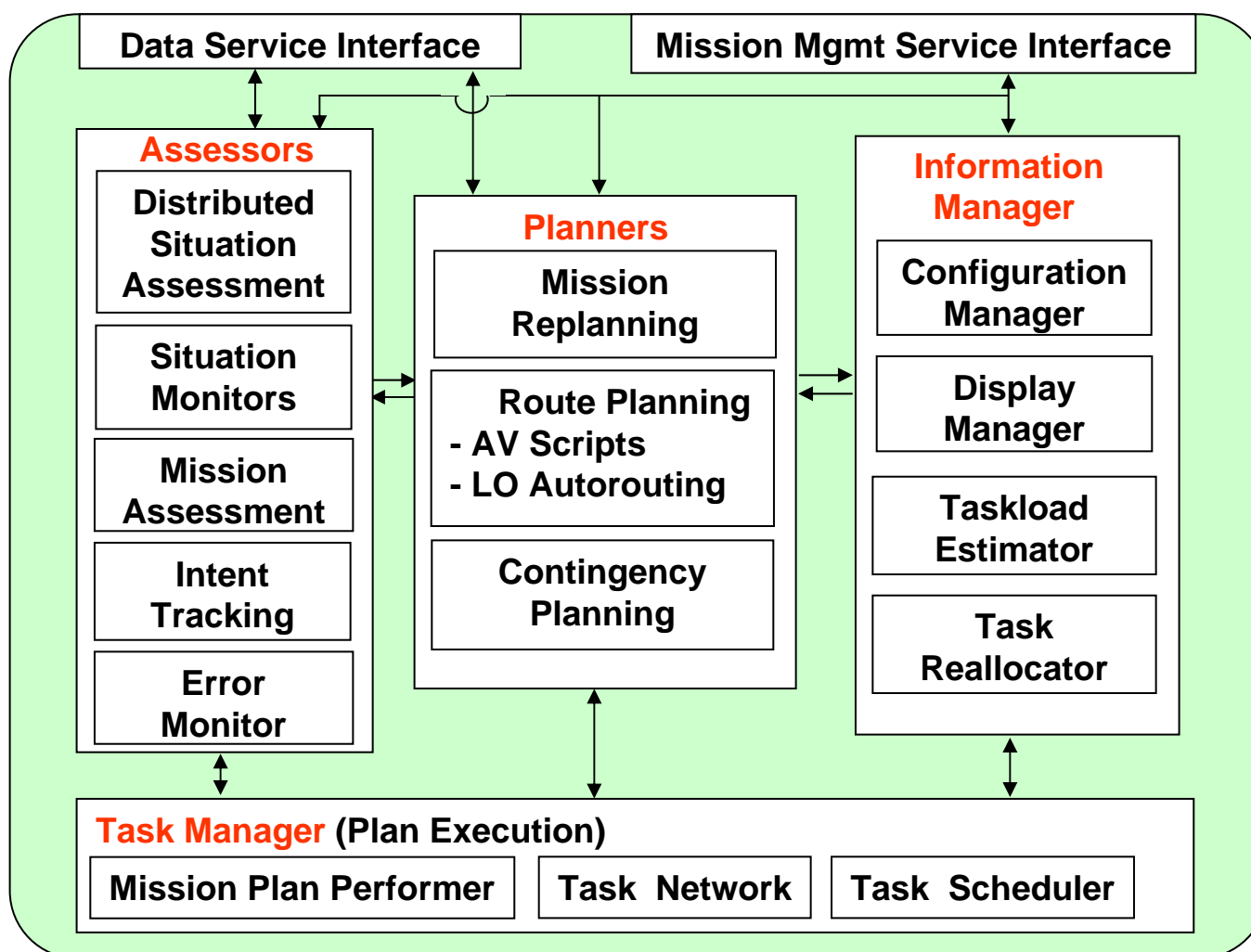


Decision Aiding System (DAS)

Functionality Overview



Decision Aiding Notional Software Architecture



Knowledge Engineering Process



Step	Product	Tool
Identification of knowledge requirements	Requirements Document, Knowledge Engineering Plan	Requirements Engineering tool such as DOORS
Production of the domain ontology for the domain of interest	Domain Ontology	Relational Database
Production of system knowledge at an intermediate level of representation	Intermediate Representation Forms- Contains activities such as Plans, Goals, Graphs, and Tasks	Integrated Knowledge Environment (IKE)
Conversion of this intermediate level representation to operational knowledge	Knowledge Base File containing the Operational Knowledge Representation	IKE
Testing of this knowledge to validate it	Validated Knowledge	Test Plans, Models, and Simulations

Knowledge Engineering Process



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Domain Ontology (Definition)



do·main: a sphere of knowledge, influence, or activity

on·tol·o·gy: a particular theory about the nature of being or the kinds of existents

“What things exist in your sphere of knowledge”

Unmanned Combat Air Vehicle Flight Operations

Domain Ontology (Knowledge Categories)



Air Vehicle	<i>Physical Description</i>
Airspace	<i>Zones and Areas</i>
Aviation	<i>Aircraft Operations and Performance</i>
Communications	<i>Radios and IFF</i>
Formulary	<i>Mathematical Formulas</i>
Mapping, Charting, Geodesy and Imagery	<i>Navigation</i>
Mission Planning	<i>Flight Planning plus Target Engagement</i>
Radar	<i>ESM and SAR</i>
Roles and Missions	<i>Aircraft Roles and Combat Missions</i>
Weapons	<i>Air-to-Surface and Surface-to-Air</i>

Relational Database Organizes Domain Ontology



Topic Knowledge Fact

The screenshot displays three overlapping windows from a relational database application, illustrating how domain ontology is organized. Each window has a title bar and a record navigation bar at the bottom.

- Air Vehicle Window (Top Left):**
 - ID: 24
 - Topic: Chaff
 - Knowledge Fact: Thin, narrow metallic reflectors of various lengths and frequency responses, used to reflect radar energy. These reflectors when dropped from aircraft and allowed to drift downward result in large targets on the radar display.
 - Source of Knowledge: (empty)
 - Record: 11 of 11
- Radars Window (Top Right):**
 - ID: 24
 - Topic: Search Radar
 - Knowledge Fact: A radar whose prime function is to scan (search) a specified volume of space and indicate the presence of any targets, to provide coordinates of the targets to a fire control system to assist in target acquisition and tracking.
 - Source of Knowledge: EW and Radar Handbook
 - Record: 36 of 39
- Air Vehicle Window (Bottom):**
 - ID: 38
 - Topic: Mil-Std 1553 Data Bus
 - Knowledge Fact: Serial digital multiplex data bus, provides integrated, centralized system control and a standard interface for all equipment connected to the bus. twisted, shielded pair of wires. The system implements a command-response
 - Source of Knowledge: EW and Radar Handbook
 - Record: 31 of 46

Source of
Knowledge

Domain Ontology Representation (Example)



Major Area	Minor Area	Topic	Knowledge Fact	Knowledge Source
Intelligence	Source	Electronic Order of Battle (EOB)	The identification, location, and disposition of electronic systems of a military organization.	Space and Electronic Warfare Glossary
Intelligence	Targeting	Target	A geographical area, complex, or installation planned for capture or destruction by military forces. An area designated and numbered for future firing. A thing or place to be aimed at or hit.	DoD Glossary
Mission Planning	N/A	Desired Mean Point of Impact (DMPI)	The planned point whose coordinates are the arithmetic means of the coordinates of separate points of impact of a finite number of projectiles fired or released at the same aiming point under a given set of conditions.	Military Dictionary
Mission Planning	N/A	Rules of Engagement (ROE)	Directives issued by competent military authority which specify circumstances and limitations under which US forces will initiate or continue combat engagement with other forces.	DoD Glossary

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Intermediate Knowledge Representation



Activities Form

Activity Form

Activity ID:

Name:

Definition:

Additional Description:

Purposes:

Selection Issues:

Failure Conditions:

Transition Conditions:

References:

Steps

Step Name:

▶ SAR evaluated

SAR planned

* <choose step>

Refresh

Record:

Actions

Action Name:

▶ Take SAR Picture

* <choose action>

Refresh

Record:

Parameter

Parameter Name:

▶ targetID

* <choose parameter>

Refresh

Record:

Record: of 46

**Integrated
Knowledge
Environment
(IKE)**

Intermediate Knowledge Representation



Step

Name	<i>Eligible Target Handled.</i>
Description	<i>This goal marks event “new emitter detected, ready to be rank ordered, prioritized, and assigned to a UCAV.”</i>
Preconditions	<i>Emitter must be in a kill box and on the Electronic Order of Battle (EOB). Air Vehicle and weapons available.</i>
Desired Outcomes	<i>Emitter will be rank ordered. Emitter may be prioritized and assigned.</i>
Other effects	<i>Attack maneuvers may follow.</i>
Recurrence	<i>Per new emitter detection.</i>
Failure Conditions	<i>None.</i>

Intermediate Knowledge Representation



Activity

<i>Name</i>	<i>Recommend Plan.</i>
<i>Definition</i>	<i>Evaluate eligible target, Rules of Engagement (ROE), air vehicle state and recommend appropriate script.</i>
<i>Purposes</i>	<i>Initiate the mission planning process.</i>
<i>Selection Issues</i>	<i>None.</i>
<i>Failure Conditions</i>	<i>None.</i>
<i>Transition Conditions</i>	<i>None.</i>

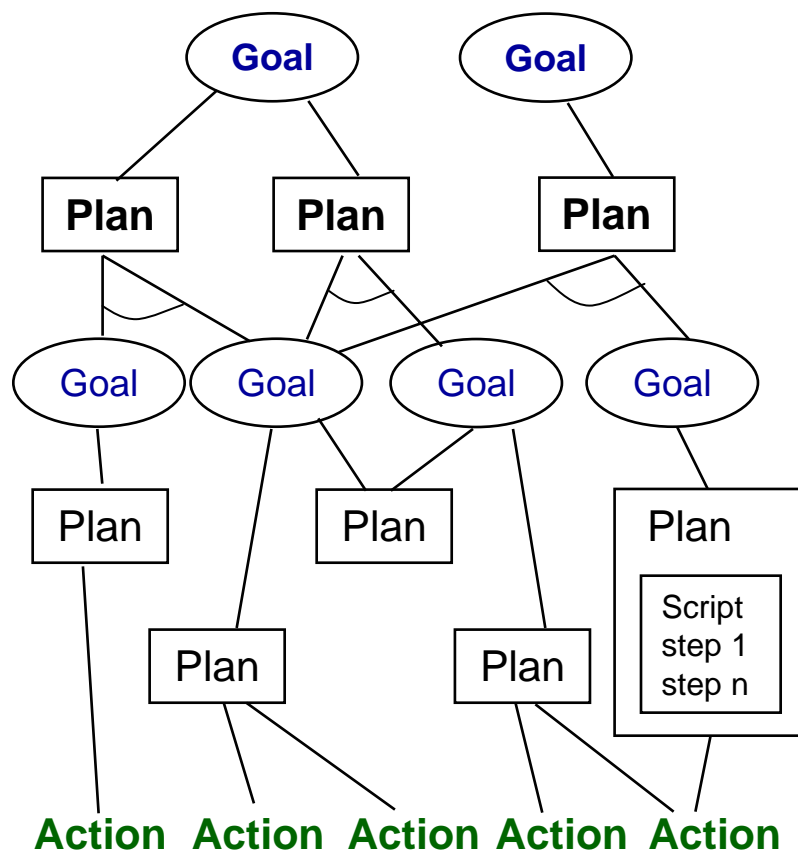
Intermediate Knowledge Representation



Action

<i>Name</i>	<i>Call Mission Planner.</i>
<i>Definition</i>	<i>Send recommended script.</i>
<i>Desired Outcome</i>	<i>Operator accepted, populated script. Eligible target promoted to target upon Operator acceptance.</i>
<i>Preconditions</i>	<i>None.</i>
<i>Failure Issues</i>	<i>Task network communication failure.</i>
<i>Prohibitions</i>	<i>None.</i>

Plan-Goal Graphs Describe System Purposes

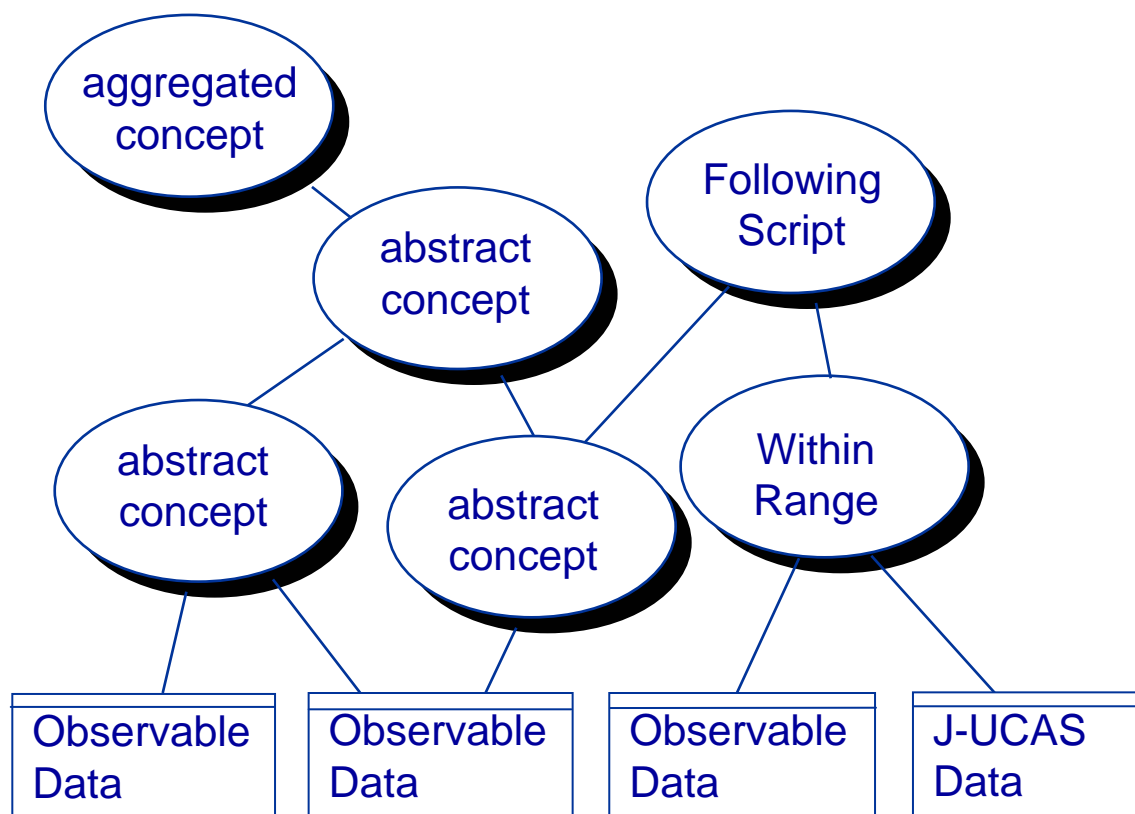


INTENT

- **The Plan Goal Graph**
- Models operator intent

- Plan-Goal Graph (PGG) - a hierarchical decomposition of the mission.
- Rectangles represent plans which indicate “what” the operator is doing.
- Ellipses represent goals or “why” the operator is executing each plan.
- Plan requires all goals to be satisfied (an “and” node); goal requires only one plan to be successful (an “or” node).
- Plan may contain a script: a sequence of simple steps.
- Lowest level of decomposition (actions) represent primitive manipulations.
- Links contain knowledge in the form of constraints (e.g. within weapons range).

Concept Graphs Describe the Situation

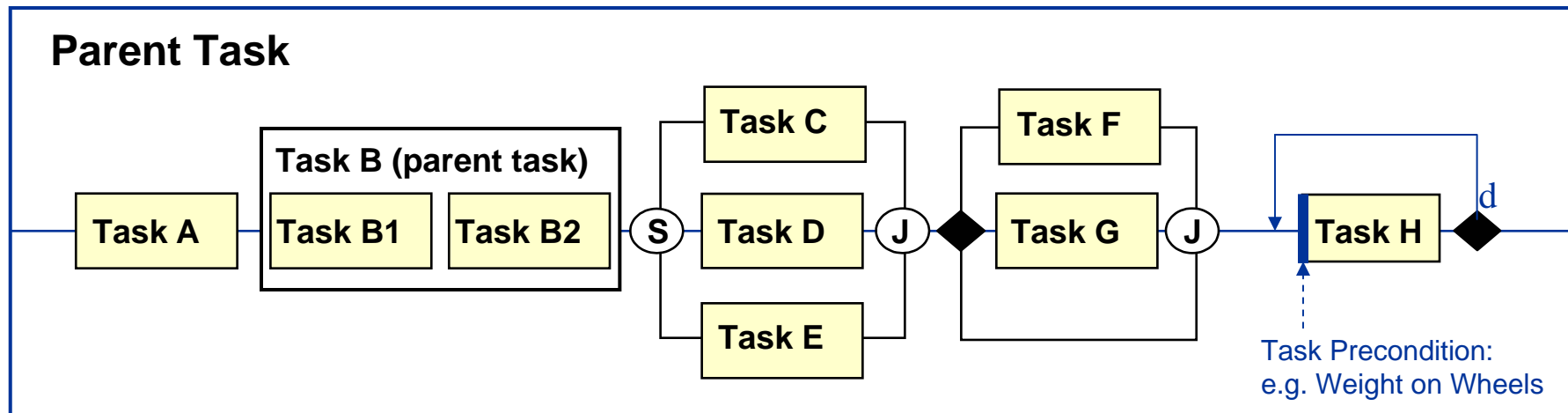


- Directed acyclic graph
- Increasing in abstraction and aggregation
- Links indicate dependencies
- Value propagation is dependency-directed

FACT

- **The Concept Graph**
 - Represents real world state

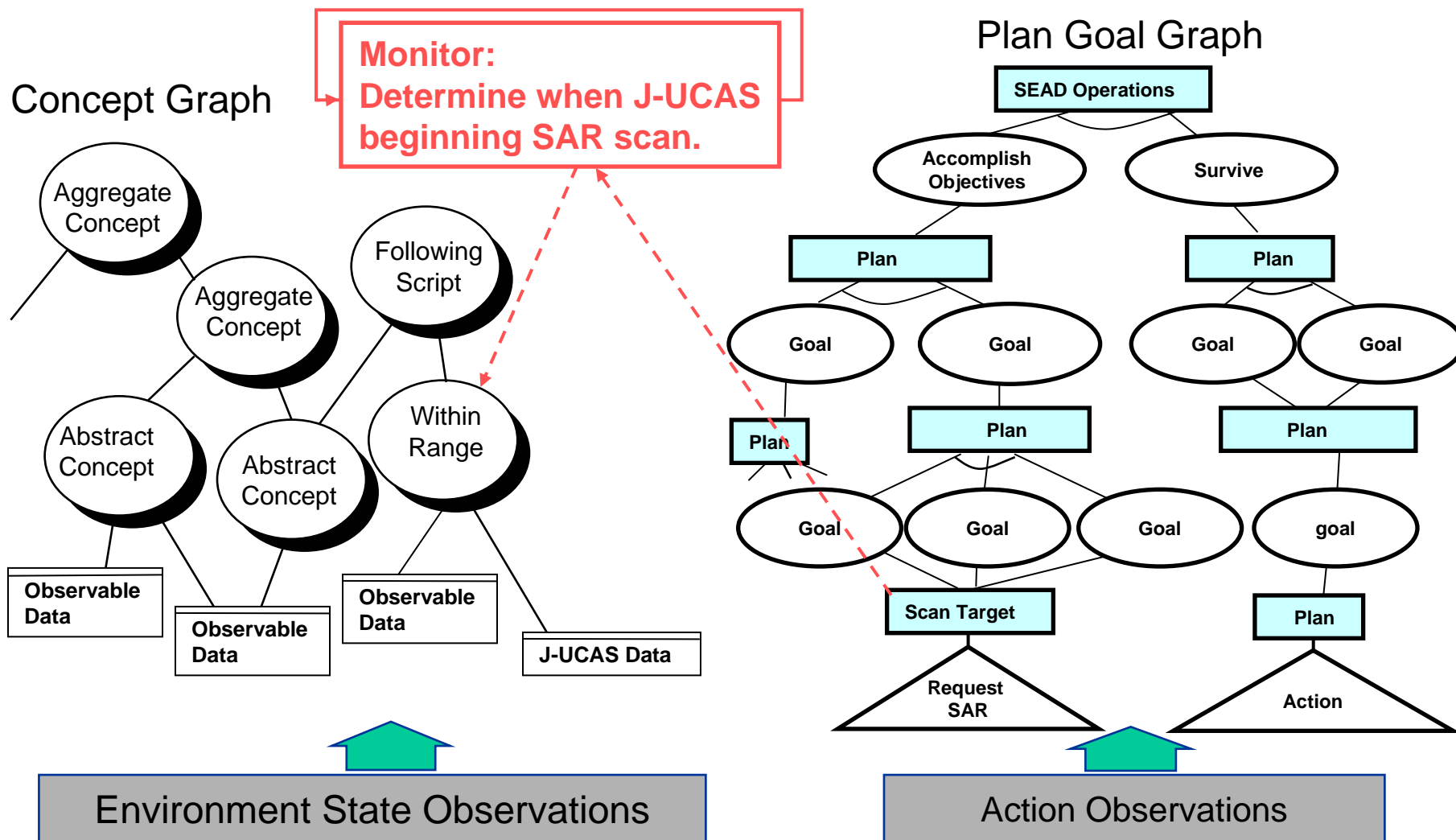
Task Network Node Types



Task Network Similar to Management PERT Chart

- Represents computer tasks (1 - 100 mseconds)
- Represents operator tasks (1- 60 seconds)
- Network Topology represent task dependencies
- Task parameters include task importance and deadline

Monitors Link the Concept Graph and PGG



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Operational Knowledge Representation



Integrated Knowledge Environment (IKE)

The screenshot shows the COKE (Operational Knowledge Representation) software interface. The window has a title bar with "COKE" and standard Windows window controls. Below the title bar is a menu bar with "File", "Browse", and "Help". The main area is divided into several sections:

- Plans:** A list of plans including "Handle_Targets", "Handle_Eligible_Target", "Perform_SAR", "Meta-Attack_Target", "Direct_Attack_Target", "Rank_Eligible_Target", "Execute_SAR_Operations", "Engage_Targets", and "Rejoin_Mission_Plan". To the right of this list are "add", "modify", and "delete" buttons.
- Monitors:** A list of monitors including "new_eligible_target". To the right of this list are "add", "modify", and "delete" buttons.
- Monitor Associations:** A list of associations including "Handle_Targets:new_eligible_target". To the right of this list are "add", "modify", and "delete" buttons.
- Goals:** A list of goals including "Eligible_Target_Handled", "Target_Handled", "Mission_Planned", "SAR_Evaluated", "Targets_Engaged", and "Mission_Plan_Rejoined". To the right of this list are "add", "modify", and "delete" buttons.
- Actions:** A list of actions including "Assign_And_Prioritize_Elig", "Call_Mission_Planner", "Send_SAR_Image_Data_F", and "Assign_And_Prioritize_Elig". To the right of this list are "add", "modify", and "delete" buttons.
- Links:** A list of links including ":Handle_Targets", "Handle_Targets:Eligible_Target_Handled", "Handle_Targets:Target_Handled", "Eligible_Target_Handled:Handle_Eligible_Target", "Target_Handled:Perform_SAR", "Target_Handled:Meta-Attack_Target", "Target_Handled:Direct_Attack_Target", "Handle_Eligible_Target:Eligible_Target_Ranked", "Handle_Eligible_Target:Mission_Planned", "Mission_Planned:Recommend_Plan", and "Recommend_Plan:Call_Mission_Planner". To the right of this list are "add", "modify", and "delete" buttons.
- Concepts:** A list of concepts including "Aircraft", "Aircraft_Assignment", "Aircraft_Threatened", "Assigned_Killbox", "Dynamic_State", and "Electrical_System_Status". To the right of this list are "add", "modify", and "delete" buttons.

 On the far right of the "Links" section, there are radio buttons for "Parent" and "Child" relationships, with options for "Plan", "Goal", "Root", and "Action".

Knowledge Base (kb) File



// -----

MONITOR:

Monitor_Name: At_SAR_Waypoint

//This monitor fires when the SAR waypoint is the next waypoint

//and the distance is less than 750 meters.

Concept: Nominal_Trajectory_Status

Attribute: actor VAR aircraftID

Attribute: waypoint VAR nextWaypointNum

BEGIN_CONSTRAINT

Operator: LESSER

Left: context DOUBLE Nominal_Trajectory_Status:actor:distanceToNext

Right: literal DOUBLE 750.0

END_CONSTRAINT

BEGIN_CONSTRAINT

Operator: EQUAL

Left: context INT Nominal_Trajectory_Status:actor:nextWaypointNum

Right: value_list INT waypoint

END_CONSTRAINT

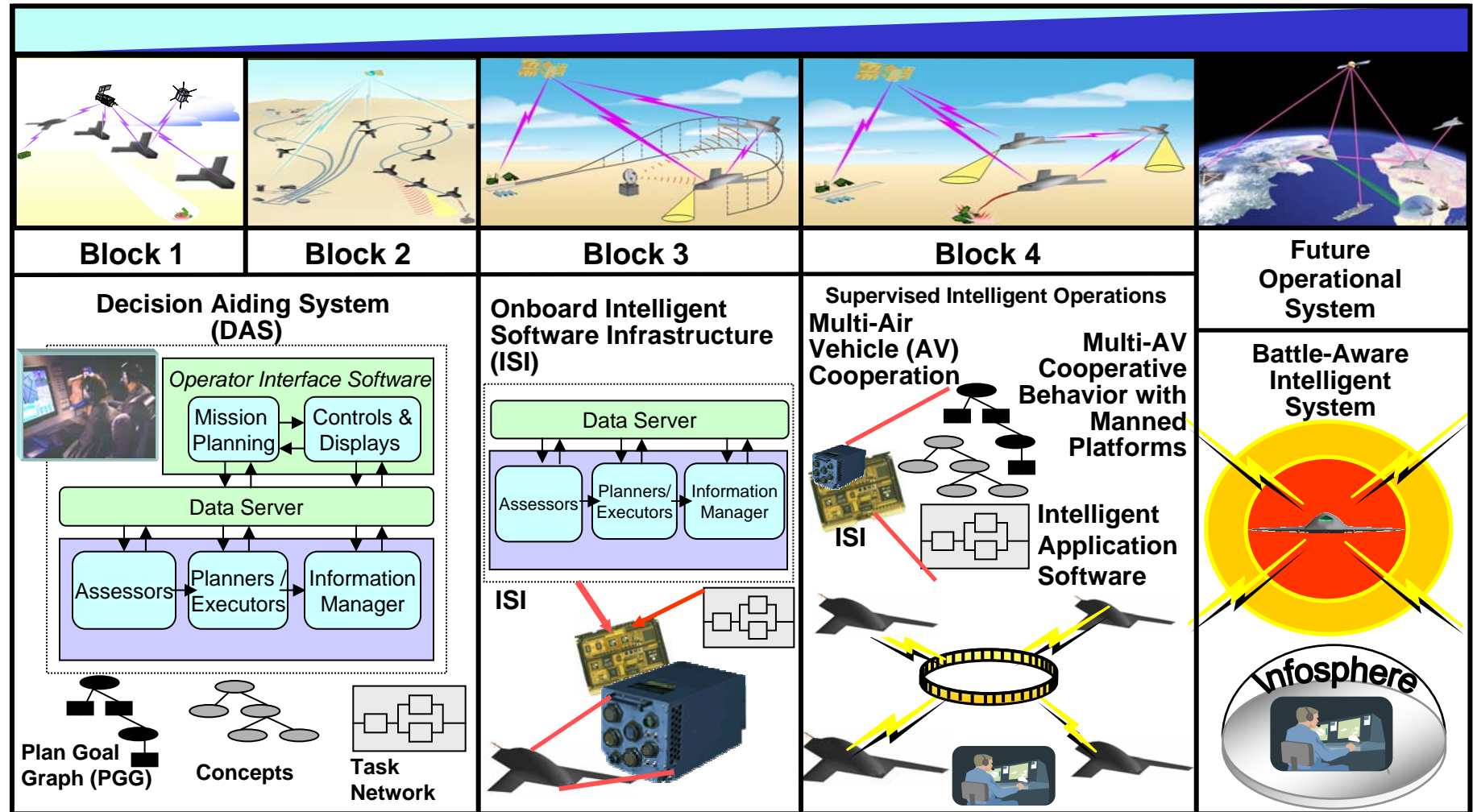
END_MONITOR

// -----

Intelligent System Capability Development



0  Incremental Build-Up of Functionality  100 %



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